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A Newsletter For
Atari Computer Users
By Atari Computer Users.

January 1, 1993

Volume 11. No. 1

Communications Month!

This month's theme is communications. It is also the dominate theme in this newsletter. Dave Barker has an article about how to use some of the features of our BBS (this month's article is E-Mail, but Dave will be writing more BBS related articles for newsletters in the future). Mike Butler also wrote an article about what it takes to run a BBS.

At the meeting we will have live demonstrations of our BBS and what it has to offer and also help out anyone who is having trouble using the BBS. We will have three sysops at the meeting who can help you out. The BBS is one of the best un-tapped resources of our club, and with the price of 2400 baud modems dropping to almost nothing you can't go wrong by getting one and calling Cin'tari Online.

We would also encourage any members to bring their favorite terminal software to demonstrate to all. If your having trouble setting up your terminal program or just need help in general with it, bring it along and someone can help you solve your problem.

Last month's MidiMaze II tournament was a success. Jeff Wolfe, Bob Ashley, and Scott Hively finished first, second and third respectively. There was a good number of people there and many played in the tournament. Many people have asked to have the MidiMaze tournament twice a year, please let an officer know your thoughts on this idea.

TIPS ON E-MAIL AND THE FNET BY: DAVE BARKER

Welcome to the first in a series of "how-to" articles on getting the most out of the Cin'tari BBS. Though geared for a beginner, even advanced users will probably find something they did not know.

This month's topic is the E-mail system. E-mail is private mail between you and another BBS user. When you first logon, you will be told if you have E-mail waiting. Reading it is simple, just follow the BBS prompts. E-mail you have read gets deleted by the BBS at the end of the day. If important, you can save a piece of mail you are reading (\$ at the "Read" prompt). Saved mail stays on the system for 14 days. You'll get a new E-mail system option when you have saved mail. Its T. You use this to toggle reading saved mail on and off. With the toggle on, you can read your saved mail, with it off you only read new mail.

Sending E-mail is where all the bulk of the options are. After entering the E-mail section, select Send. You will then be asked "To [=Help]". There are several valid responses, we'll discuss each one.

If you want to send the E-mail to one user on the BBS, just type in their name (or handle if they use one). The BBS then checks to see if that user exists and if so, will then prompt you for message subject and then the message itself. Just follow the prompts.

If the BBS can't find the user you entered at the "To:" or if you are unsure of the spelling, you have the next option. At
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Cin'Tari Membership Application

Cin'Tari offers support for Atari computer users through meetings, disk libraries, BBS, and this newsletter.

If you would like to become a member just complete the below form and mail it along with a check or money order for \$20 to the address at the top of the newsletter.

Name

Address

City

State

Zip

Phone #

Computer(s)

the "To:", enter SEARCH <return>. The BBS will then ask "Enter search name:". You then enter a small portion of the user's name. The BBS will find all user's with that string in their name. For each matching name found, you will be shown the name and asked "(0=cont, 1=send, 2=abort)". Hit 0 to search further, hit 1 if correct user, and hit 2 to give up. If the BBS still can't find the user you searched for, that person may not call the BBS. Also, to abort the "Enter search name:", just hit <return>.

You want to send the same private mail to more than one person? No problem. At the "To:", enter LIST <return>. You will then be asked "Mail to: <return>=no more:". Enter a user's name. The BBS checks to see if they exist and then returns the same "Mail to:" again. Enter the next name. The process repeats until everyone on your list is entered. Then at the "Mail to:" prompt, hit <return> to send the mail to your list. Your list can be up to 50 users.

And now for the most exciting portion of E-mail which people don't take advantage of is FNET. The FNET is a network of a couple hundred Atari BBS's across the USA and Canada. They connect to each other during the night and transfer mail. Your local BBS becomes an electronic post office. You can leave mail for someone across the country and the FNET will route your mail to them. It usually takes 2-3 days for your message to get to its destination.

To send the private mail to another BBS, at the "To:", type FNET <return>. You will then be asked "Enter node name or number (?=Search)". If you know the BBS name or its node number, go ahead and enter it.

If you don't know the info or are wanting to see if there is an FNET BBS in a certain state, type the ? for search. You will then be asked "Search by [1]-Name [2]-Location [4]-All:". Selecting 1 will ask you for a portion of a BBS name and will then display all BBS's with that string in their name. Selecting 2 will ask for a portion of the BBS's location. Its best to use the two-letter state abbreviation. Selecting 4 will display all possible nodes you can send mail to. The search displays the BBS's a page at a time, then asks "[N]ext page [A]bort or Node Number:". If you find a node number you wish to send to, enter it to go on.

With the node number entered, the BBS will ask "To:", where you type in the name of the user at the other BBS you are sending the mail to. Try and get the exact spelling of the user's name so they receive their mail as your local BBS does not know the valid user names on other BBS's. If you do get the name wrong, the E-mail will go to the sysop of the other BBS who might be able to pass it along to his user.

If you have a friend in some other state, you could use the FNET search to find a local node in their state. Your friend could call this node you find. To obtain the phone numbers for BBS's, leave mail to your sysop with the nodes you need. FNET E-mail is a great way to keep in touch with old friends and make new ones. Take advantage of this BBS service!

You can tell if an E-mail to you is coming from another BBS. On the "From" line after the user's name it will say "at xyz BBS", local E-mail just has the persons name. If you reply to an FNET E-mail, it works just like replying to local E-mail. No tricky FNET node stuff. The BBS takes care of it for you when it is a reply.

One last thing, E-mail is private mail to a certain extent. Only you and the person you send the mail to will see it - except the sysop might too. He might see it as you type it in or when he's working on the BBS. So don't say nasty things about your sysop in E-mail, he just might see it!

That is all for this month. Future topics will include: file transfers, message system, Q-mail, and databases. Don't be afraid to experiment with all the functions of the BBS. Mistakes will not hurt or crash the BBS, (unless you are named Lanier). If you do not have a modem, we strongly encourage you to consider getting one. They are an invaluable way to get Atari support any day of the month. If anyone has a desire to enter the world of modeming, please see myself or any other officer. We'll be glad to help!

Running a BBS **By: Mike Butler**

Many of you wonder what it takes to set up a BBS and run it. I hope that I am able to explain a little bit about running BBS's to you. First off, many people think that being a SysOp of a BBS is a God like job. Well, it isn't. It takes a lot of hard work to run a BBS, more than the average person thinks.

So, anyway, you want to know what it takes.

First off, it takes money. It costs about 100 dollars to get your line put into your house for the BBS. Then, if you want to go with a board that is not shareware, look for another 30 to 100 dollars. After you get it up, it will cost about 20 dollars a month for the phone bill if you do not get involved in the f-nets and start making long distance calls to get the f-nets.

Next, you need the time. It seems now a days, people have less time to do things that they want. Look forward to putting about 12 hours your first week of the BBS being up. It takes awhile to set up the BBS, depending on what BBS software you use. After a month, most people put at least 2 hours of time into their BBS's. I spend about 4 hours a week on my BBS, either working on it, or reading the message base.

Now you may be interested in where you start. Well, from past experience, I would suggest starting with a simple BBS program. STarNet is a very simple BBS program that does not take a lot of time for set up or running. Others that may interest you are TripLink, which is what I run, ///Turbo, which is what Cin'Tari is run on, or FoReM, Michtron, STKeep, Omni, InterSanctum and many others. A few of these programs can be found on Cin'Tari and Speedy's raceway, if they are not, I may be able to find a copy for you.

If you have any more questions on running a BBS, just ask me, Scott Hively, Speed Demon, or King Arthur. We will be more than happy to help, because we want to see more Atari BBS's in the Cincinnati area.

/\\Mike Butler

TREASURER'S REPORT **By: David Pennekamp**

Well, after my overwhelming election over my non-existent rival for this coveted position, I accepted the small metal box that contains all the monetary paraphernalia from Mike Hill.

Here is a summary of the clubs current financial position:

Petty Cash:
\$16.00 Paper money
\$8.50 quarters
\$3.80 dimes
\$1.10 nickels

\$0.76 pennies
\$30.16 Total petty cash

Income

\$60.00 Memberships
\$4.00 double mailing charge
\$75.00 Christmas party donations
\$139.00 Total Income

Checking account

\$604.84 Opening Balance
- \$55.65 Printing Newsletter
- \$30.89 Stamps
+ \$139.00 Income
\$657.30 Total Checking Account

Assets

\$657.30 Checking Account
+ \$30.16 Petty Cash
\$687.46 Total Cash Assets

So, we ended up 1992 in fairly good shape.

Knights of the Sky (KOTS)

By: Doug Ashton

ST/STe/TT compatible

1 meg of memory required

Color monitor required

Hard Drive installable

Comes on 2 non-protected floppies

Copy protection via manual

KOTS, published by Microprose UK, takes you back to 1916 and World War I (WWI.) You are a pilot in the Royal Flying Corps (British Air Force) or the French Aviation Militaire (French Air Force), its your choice. You have at your disposal up to 20 vintage WWI planes, from both the Allied (British and French) and Axis (German) sides. Your theatre of operations is located in the Northwestern part of France and neighboring Belgium, and is know as 'Flanders', German territory is known as 'Hunland'.

KOTS is made up of three encounters: 1) Flight training: Here you can choose to fly any of the 20 available planes, practice tactics and maneuvers, and dogfighting. 2) Dogfight Encounters: Here you challenge specific German Aces to dogfights. And 3) World War I: Here is where you put all your training to use and become a career pilot, earn promotions, and rewrite history during WWI.

World War I

This is the main body of KOTS. Once you create a pilot or select an existing one, you have a choice of 5 levels of play. You then select the date on which you would like to start your career.

As time passes, planes are introduced to your squadron, on the same historic dates as they were during the war. Allied and Axis bases are also added, deleted, or moved, as time passes. As you progress in rank, you are permitted to move your squadron to different bases, in order to better achieve your mission.

Your targets are numerous. You dogfight with enemy pilots, balloons, buildinga, roads, trucks, many gun emplacements, and you can even shoot parachuting pilots. Your missions include: Bomber escort, downing balloons, defending yours, or other Allied fields against Axis pilots, plus many more.

Graphics and Sound

The graphics in KOTS are 3-D polygon type, filled graphics, typical of Microprose simulations. The frame update rate is good and makes the game playable. The enemy planes are detailed and look very good. Sounds are simple but effective. You have your engine, which 'sputters' when damaged, your machine gun firing, you hear bullets 'whistle' by your head, along with exploions as bombs or planes hit the ground and land targets.

All the typical views include: left, right, rear, tactical, and others.

Final Thoughts

To be succesful in KOTS you must re-think your tactics, you have only a machine gun, no 'fire and forget' missles. If your looking for a different flight/combat simulation, away from modern fighters, KOTS is for you.

AIM info

By: Mike Hill

As I am working on the newsletter I just read a message on Genie stating that AIM may be on it's last leg. Supposedly Patti at AIM is working on a new online magazine and hasn't posted on Genie in

the AIM topic for many months. Luckily our club pays for the AIM issues each month. It looks like we will be going back to this newsletter on a monthly basis if articles permit.

Cin'tari INFO

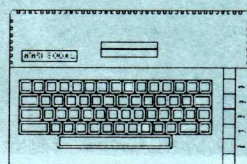
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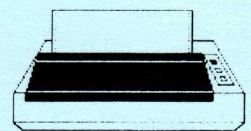
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A special thanks goes out to Soft-Logik for their donation of PageStream Ver. 1.8 that is used for the newsletter.



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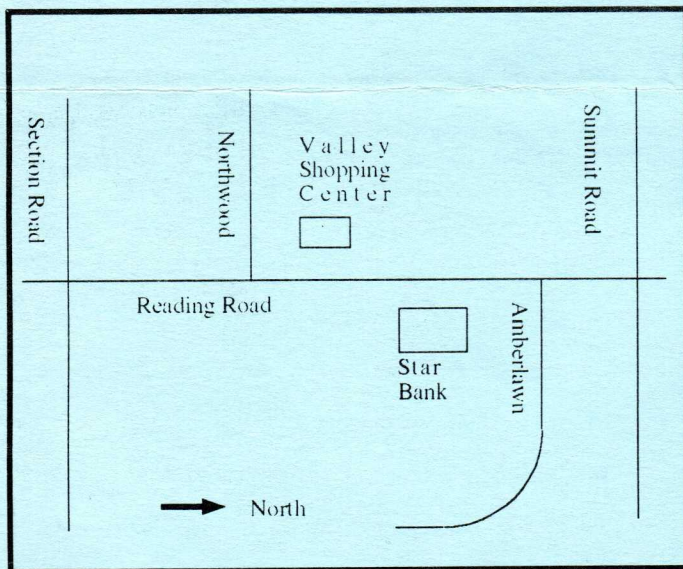
IMPORTANT DATES

SIG	WHERE	WHEN	WHO
Cin'Tari Meeting	7660 Star Bank, Roselawn	Jan. 9, 1993	N/A
ST Sig Meeting	1553 Buckboard Lane, Loveland	Jan. 15, 1993	Mike Hill: 722-2011
Communication Sig	6231 Orchard Lane	Jan. 20, 1993	Lanier Walker: 531-5091
Article Submissions	February Issue Deadline	Jan. 20, 1993	Mike Hill

Cin'Tari Meetings start at 3:30 PM. All sigs start at 7:30 PM
and will be held if there is demand. Call Mike or Lanier to check!

DEVELOPER AND DEALER INFO

Atari (Cust. Relations)	(408) 744-0880	Gadgets By Small	(303) 791-6098
Atari (Tech Support)	(408) 745-2004	Compo	(415) 355-0862
Rising Star Software	(513) 254-3160	ICD	(815) 968-2228
Codehead Technologies	(213) 386-5735	Missionware	(708) 359-9565
Gribnif	(413) 247-5620	Goldleaf Publishing	(415) 257-3515
ISD	(416) 479-1880	Fast Technology	(508) 475-3810
D.A. Brumleve	(217) 337-1937	WizWorks	(216) 539-5623
Step Ahead Software	(212) 627-5830	Clear Thinking	(313) 971-8671
Soft-Logik Publishing	(800) 892-8608	Music Code	(619) 469-7194
Wintertree Software	(613) 825-6721	Migraph	(800) 223-3729
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Oregon Research Assoc.	(503) 620-4919	Taylor Ridge Books	(203) 643-9673
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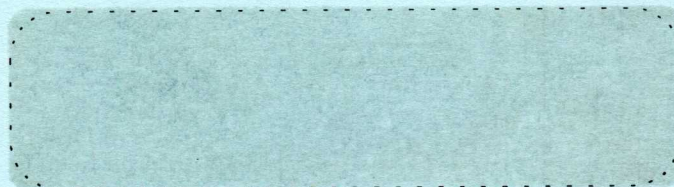
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CINCINNATI ATARI USERS GROUP
CINTARI

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ADDRESS CORRECTION
REQUESTED



Cin'Tari meetings are held in the Basement of the Star Bank located at 7660 Reading
Road in Roselawn on the second Saturday of each month at 3:30pm.